

# *The Duel*

TEST DRIVE II<sup>TM</sup>



**The Manual for Commodore 64/128**

# *The Duel*

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**Producer: Shelley Day**

**Tester: Pam Levins**

**Art: John Boechler, Theresa Henry**

**Music: Kris Hatlelid**

**Manual: Jeff Hoff**

Imagine the desert. Flat. Hot. Roads that drill straight ahead into perpetuity. A driver's dream. Now, imagine yourself at the wheel of a silver gem known as the Porsche 959. The world's fastest production car. That's what they told you when you plunked down your quarter-of-a-million dollars, anyway. You're cruising at 200 KPH, feeling very royal, very king-of-the-road.

Nothing in these parts can touch you. Or so you think.

Suddenly, there is a blur in the passing lane.

You blink. Whatever it was had to be going at least 240 KPH. You put your pedal to the metal and investigate. Up ahead, in a perfect red haze of automotive harmony, cruises a machine unlike any you've seen before. Your jaw drops. It's the legendary Ferrari F40 — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line.

You pull even. The other driver looks you over. He raises his thumb ... then roars ahead, finding another 40 or 50 KPH in the bowels of his 478-horse, twin-turbo V-8. You glance at your instrumentation. You've always wanted to explore the depths of that famous Porsche 6th gear. You shift. You rocket, head to head, down the desert chute. You wind up treacherous mountain curves. You hurtle through lush woodland corridors.

And the cops are out in droves.



## HOW TO LOAD THE DUEL

### Commodore 64/128

- 1 Connect your joystick to Port 2. Remove any cartridges.
- 2 Turn on your computer and disk drive
- 3 Insert the *The Duel: Test Drive II* into the drive, label side up, and close the door.
- 4 Type **LOAD""**,8,1 and press **Return**. The initial title and credit screens will appear, then the game automatically goes into its demonstration run — a preliminary peek at driving nirvana. Watch the action. Enjoy the scenery. Let your jaw fall agape. (Also a good time to don goggles and scarf.)
- 5 Press **Return** or the **fire button** whenever you want to exit the demo. You're whisked to the first Selection screen to set up your race.

## HOW TO SET UP A RACE



*The Setup screen: On this screen, use your joystick to move the highlight box from option to option. When you want to set an option, press the joystick fire button.*

Your choices include (and it's good to choose them in this order):

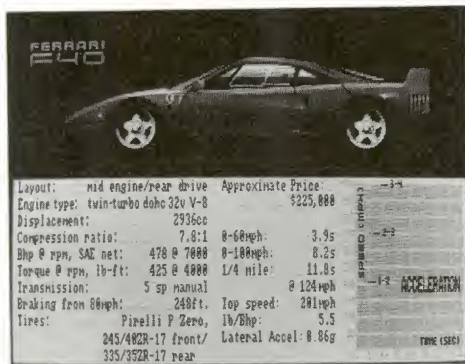
### (1) Your Car

- A picture of the current selection is displayed in the box (in the picture, here, the Porsche 959). To choose other cars, press the **fire button**.
- After the screen dissolves to the Car Selection screen (like the ones pictured on page 2), use your joystick to scroll through the available cars. When your favorite appears, press the **fire button** and the screen dissolves back to the Setup screen.



# The Duel

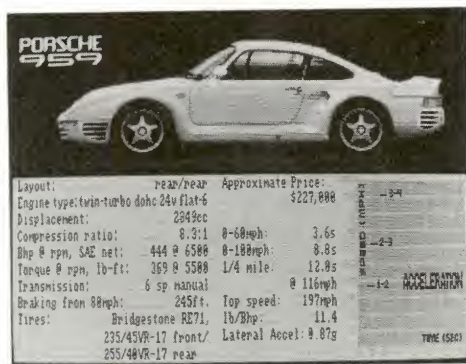
## HOW TO SET UP A RACE (Continued)



*The Ferrari F40: Anything that can put a quarter-mile behind you in 11.8 seconds should be classified top secret, but here's the specs. Everything except what the pit of your stomach feels like, cornering at 200 KPH. (Hint: It has been described as "the Ferrari shriek.")*

### (2) The Other Car

- This displays your competition if you elect to race the computer. Highlight, press the **fire button** and the screen dissolves to the Car Selection screen. Choose the computer's weapon and press the fire button to return to Setup.



*The Porsche 959: Is it truly the production zenith of modern automotive engineering? Get it up to 240 kph on a straight stretch of road. Then try to figure out if that's a shimmy you feel — or just the racing of your insane, babbling heart. (Hint: Porsches don't shimmy. Ever.)*

### Need Another Unit?

Two cars come with *The Duel* from the factory; but if you want more, you can have more. A Car Disk called *The Supercars™* is available, and features five additional road rockets from Lotus, Ferrari, Porsche, Lamborghini and Chevrolet. If you want more poop, see your software retailer or call 800-245-7744.

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### (3) Scenery

- You don't need this option unless you have an additional Scenery disk (see box). If you don't, skip to #5 in this section.
- If you do have one, press the **fire button**. The screen dissolves to the Scenery Selection screen, which features the Mastery Scenery Disk (pictures of the three original roadscapes you face in *The Duel*.) If you've already installed a scenery disk ( see *Install*, page 10), move the joystick up or down to examine other roadscapes. When you see the scenery you want, press the **fire button**. The screen dissolves back to the Setup screen.

#### Need a Change of Scenery?

*The Duel* comes with three different roadscapes, but another Scenery Disk — *California Challenge™* with seven additional roads - is available. To find out more, visit your favorite software store or call 800-245-7744.

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### (4) Install (see page 10)

- You don't need this option unless you have an optional Car or Scenery Disk. If you don't have them, skip to #5. If you do, please turn to page 10, *HOW TO USE THE INSTALL OPTION*.

### (5) Do you want to race against the clock?

- Highlight the stopwatch, press the **fire button** and you're off to the Skill Selection screen.

### (6) Or battle the relentless, icy cool driving hand of the computer?

- Highlight the computer, press the **fire button** and you go to the Skill screen.

# The Duel

## CHOOSE YOUR SKILL LEVEL



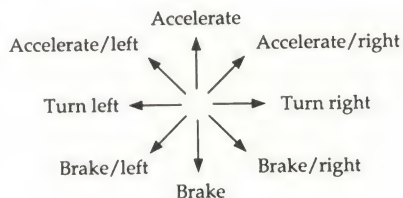
*The Skill screen: After choosing your car and competition, it's time to honestly assess your talent. From wimp to stud.*

There are 12 levels of difficulty. Here's a quick breakdown of the range for the different variables:

Skill level	1	2	3	4	5	6	7	8	9	10	11	12
Auto shift	x	x	x	x								
Opponent speed	90 MPH											200 MPH
Cop speed	120 MPH											200 MPH
Traffic density	50%											100%
Traffic speed	30 MPH											60 MPH
Scoring	33%											100%

- Move your joystick left or right to choose a level, then press the **fire button**.

## HOW TO DRIVE YOUR CAR



To shift your car with these controls, accelerate or decelerate until you're ready to change gears, then simultaneously press the **fire button**.

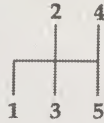




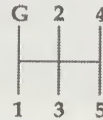
## The Expert Mode

After you've mastered the manual shift in levels 5-12, and you're ready for real challenge, press **O** when you're on the road screen (and when you're in manual shift mode). Now you're in expert mode. That means you must use your joystick like a real stick shift. (See diagram) For example, on the 959, push the joystick up and you're in the initial (G) gear. When you're ready to shift into first, press the **fire button** and pull straight down. For second, press the **fire button** and push up and to the right. For third, straight down again. For fourth, up and to the right. And for fifth, straight down. To downshift, you must reverse the procedure. Good Luck.

**F40**



**959**



Note: If you're using the keypad, 7, 8, and 9 control the gears across the top of the pattern, and 1, 2 and 3 control the bottom half of the pattern. To find out the shift pattern on other cars, check the shift pattern that's on the gear shift in each car

## ADDITIONAL CONTROLS



Makes the Gear Shift appear and disappear on screen



Turns the expert shift mode on and off (see box above)



Pauses the action — press any key to continue



Toggles music off and on



Toggles game sounds off and on



Takes you to the Setup screen

**SAVE**

There is no way to save a race.

# The Duel

## THE COCKPIT



Trip Meter  
and Clock  
Rear View  
Mirror  
Radar  
Detector  
Tachometer  
Speedometer  
Gear Shift

*The Cockpit: everything you need to get into a heap of trouble.*

### Tachometer

Large gauge in center of dashboard. Registers in thousands of revolutions per minute (RPMs) of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the tach needle into the red area — you'll blow all your precious horsepower right out the tailpipe. (Watch for smoke in the rear view mirror.)

### Steering Wheel

The joystick turns the wheel left or right. The dot on the top moves to show you how far off of straight ahead you are.

### Radar Detector

Located on sun visor in upper left of windshield. A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota.

Of course, you could try to outrun the toast. But you better be good.

### Police

A cop will chase you until you either outrun him or he passes you. In the latter case, you must stop and get a ticket. (Getting a ticket is not a good thing. Not only do your insurance rates go up, but the clock is still running and you lose valuable time.) If you crash into a cop, the game is over. That's justice.

At times you'll be coming around a bend and a cop will be standing beside the road (car parked), motioning you to pull over. You have three options: 1) pull over and get a ticket 2) speed by 3) run him over. If you choose #2 and he catches you, you get a ticket. Choose #3 and the game is over.





## Speedometer

Near the middle of the dashboard. You can't miss it. For the European-made cars, it's measured in KPH (kilometers per hour). Here's a chart to help you convert KPH into MPH (miles per hour). For the record, one KPH is equal to about .62 MPH.

KPH = MPH	
375 = 232.5	225 = 139.5
350 = 217	200 = 124
325 = 201.5	175 = 108.5
300 = 186	150 = 93
275 = 170.5	125 = 77.5
250 = 155	100 = 62.14

## Trip Meter and Clock

Critical info. The meter goes down, telling you the distance left in the leg. The clock goes up, tracking how long it takes you to negotiate the leg.

## Gear Shift

To make it appear and disappear from the screen, press **D**. If the display is off, the gear shift appears only briefly when you shift.

## Rear View Mirror

Monitor it well. Especially at higher levels, watch out for your zealous highway idiot of an opponent. A keen eye to the glass will help you keep on top of ol' Smokey too.

## TAKE A TRIP

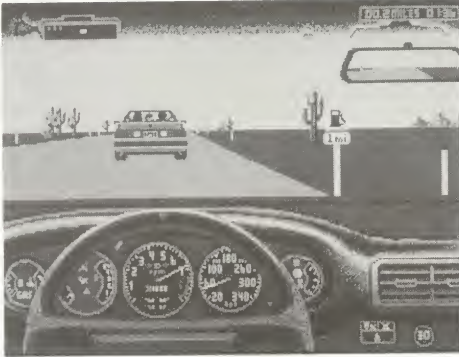
**Lives.** You start with five, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or get a penalty. But you gain one each time you refuel.

**Penalties.** You lose a life and get 20-second penalties (added to your time) if you crash, blow an engine, run out of gas, or hit too many road hazards.

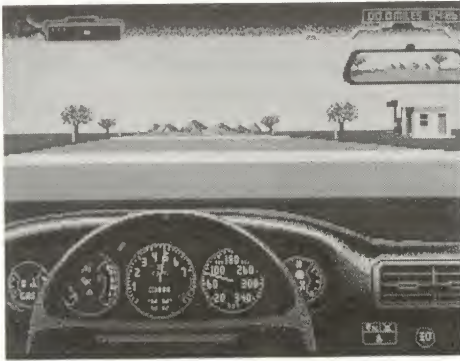
# The Duel

## TAKE A TRIP (Continued)

**Gas.** Elixir of the road gods. When you see a sign like the one in Diagram 19.5, start thinking about filling up. When the two white lines pop up beside the gas station (like the ones in Diagram 42.76), stand on the brake and pull onto your side of the road. If you don't stop between the lines, you can't refuel. That's not good — and you'll find out why in a few miles.



*Diagram 19.5: Your car may begin to pant when it spots the universal symbol for petrol.*



*Diagram 42.76: A guy named Vern owns this station which he calls "Eat Here and Get Gas."*

**Go.** Rev the engine, fool. You are now in gear. If you're on a manual shift level, pop it into gear and go.

**Shift.** To shift up, hit the fire button while holding the joystick up. To shift down, hit the **fire button** and while holding the joystick down.

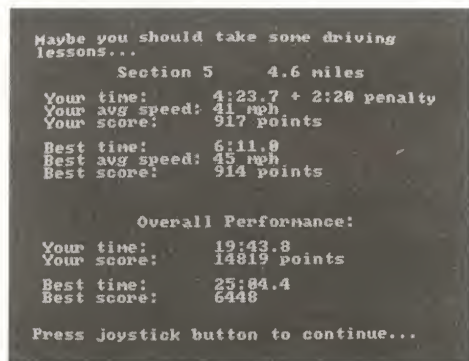
**Road hazards.** Rocks, signs, potholes and other such annoyances will not only slow you down, but damage your steering ability, suspension, engine and other integral parts. If you hit too many, your car won't run. That means a 20 second penalty and loss of a life.



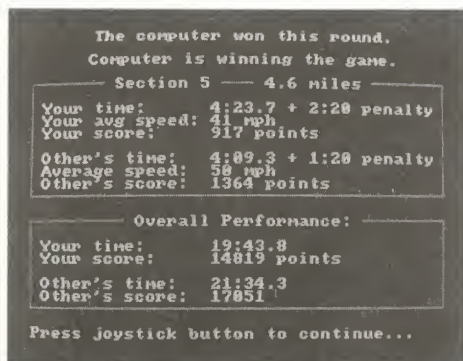
**Resurrections.** After each crash or penalty, press the **fire button** to continue the duel. If you run out of lives ... well, cheer up, even Rome fell. Don't quit. Ignore the callous insults flung at you by the computer and take another shot.

## SCORE SCREENS

One or two score screens that resemble **Z1** and **Z2** will appear after each leg of the race is finished.



### Z1



### Z2

*The stopwatch never lies:* When you race alone, a screen like **Z1** appears to reward or scold. Three stats—**Best Time**, **Ave. Speed**, and **Total Points**—are the best ever recorded on your disk. They are kept independently and may not come from the same run. When you race against the computer, the screens appear sequentially — **Z2** first.

## TOP GUN SCREEN

After your race, and if you have one of the seven highest scores on your disk, a screen appears which asks you to type in your name. Then press the **fire button** and you'll see your name in print. Congrats. (There are separate Top Gun screens, by the way, for each Scenery Disk.)



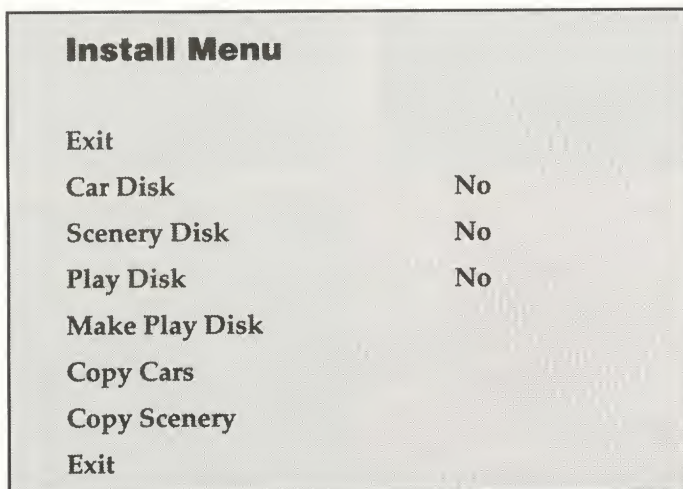
# The Duel

## HOW TO USE THE INSTALL OPTION

This section explains how you can create your own unique races using different combinations of cars and scenery from the original game *and* the optional Car and Scenery disks.

What kind of combinations can you make? How about a Porsche RUF (top speed 211 mph) head-to-head against the new Corvette ZR1? Rocketing between a stand of redwoods near the Oregon border, or through heavy San Francisco traffic?

To take the first step toward creating your custom match races, highlight **Install** and press the **fire button**). You dissolve to the Install Menu which looks something like this.



- Easy Enough. Highlight, press the **fire button**. You may be asked to insert some disks — just follow the on-screen instructions. You are then returned to the Setup screen.

### A Tip to Save Disk Swaps

After you've made a Play Disk, and you're ready to exit the Install Menu screen, make sure that the Car Disk or Scenery Disk are unassigned (**No** on the screen). It'll save you much swapping grief.



## Car Disk

- This tells the computer that you have inserted a Car Disk into your drive (we're assuming you only have one drive). Highlight it and press the **fire button** to toggle the specification between **no** and **yes**. **Yes** means 'I've inserted a disk,' **no** means 'I haven't.'
- Now when you highlight **Exit**, you may be asked to insert the Car Disk. Follow all on-screen instructions.
- When you return to the Setup screen, choose Your Car or Other Car option. You can now move your joystick to scroll through the original and new cars. Press the **fire button** when you spot your dream car.

## Scenery Disk

- This tells the computer that you've inserted a Scenery Disk into your drive. Highlight it and press the **fire button** to toggle the specification between **no** and **yes**. **Yes** means 'I've inserted a disk,' **no** means 'I haven't.'
- Now when you highlight **Exit**, you may be asked to insert the Scenery Disk. Follow all on-screen instructions.
- When you return to the Setup screen, choose the Scenery option. Now you can now move your joystick to scroll through the original and new scenery. Press the **fire button** when the roads of your dreams appear.

### Using More Than One Disk?

Eventually, you may create quite a library of Play, Car, or Scenery Disks. To switch them without turning off your computer, go to the Install Menu. Take out your current disk out of its drive and put your new one in. Highlight **Play Disk** (or **Car Disk** or **Scenery Disk**), press the **fire button** twice and you're ready to go.

## Play Disk

- This tells the computer you have a Play Disk in your drive. What's a play disk? It's a formatted disk onto which you can copy some of *The Duel* (your Master Disk) as well as different combinations of cars and scenery. For example, you could create a match race between the F40 and the Corvette ZR1 in California. And it keeps you from having to swap disks at each gas station.

# The Duel

## You're Not Crazy!

If you think your game is asking you to swap disks an awful lot, you're not crazy. It is. But you can resolve the merry-go-round by creating a Play Disk.

## Don't Write Protect Your Play Disks!

If you write protect your disks (perhaps so that you won't make a serious mistake when swapping disks), the game won't work properly. So don't. Kris and Kevin, the designers, built safeguards into the product. The game will make sure that you are writing on the correct disk.

## Another Essential Play Disk Tip

If you want to put cars or scenery onto your Play Disk from an optional Car or Scenery Disk, make sure that the Car or Scenery Disk is specified on the Install Menu before you proceed. Otherwise, you can only extract cars and roadscapes from the Master Disk.

## Make Play Disk

- Before you **Make Play Disk**, be sure **Yes** has been specified for **Play Disk**. With this option, you copy some of the Master Disk onto a formatted disk. (The game will automatically format your disk when you select the **Make Play Disk** option.) Highlight, press the **fire button**, then follow the on-screen instructions. Now you're ready to add Car and Scenery information which makes the Play Disk playable — you must have at least one car and one scenery to make a working Play Disk.

## Copy Cars

- After you make a Play Disk, this lets you copy cars from the Master Disk or Car Disk onto your Play Disk. Press the **fire button**, follow the on-screen instructions, and a screen appears which looks something like this:

Master	Play
Ferrari F40	Ferrari F40
Porsche 959	Corvette ZR1
Car	
Corvette	
Testarossa	
Exit	Delete
Copy	





- Use your joystick to highlight the name of the car you want to manipulate, then press the **fire button**. An \* will appear before the name to indicate that it's selected. (Press the **fire button** again to undo the selection.) You can select (put a \* beside) more than one at a time.
- You can only copy cars — never delete them— from the list in the first column. Likewise, you can only delete — never copy — cars from the second column list.
- After a car is selected, press **Copy** or **Delete**, and follow the on-screen instructions.

## Copy Scenery

- This lets you copy cars from the Master Disk or Car Disk onto your Play Disk. (You can put up to two cars and one scenery onto a Play Disk.)
- You can only copy scenery — never delete them— from the list in the first column. Likewise, you can only delete — never copy — scenery from the second column list.
- After a scenery is selected, press **Copy** or **Delete**, and follow the on-screen instructions.

Master	Play
<input type="text" value="Master Scenery"/>	<input type="text" value="California Challenge"/>
Scenery	
<input type="text" value="California Challenge"/>	
Exit	Delete
Copy	

- Use your joystick to highlight the name of the scenery you want to manipulate, then press the **fire button**. An \* will appear before the name to indicate that it's selected. (Press the **fire button** again to undo the selection.)
- After a scenery is selected, press **Copy** or **Delete**, and follow the on-screen instructions.

# The Duel



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Note: Be sure to select only one disk format for IBM PC and Tandy products

# THE SUPERCARS<sup>TM</sup> TEST DRIVE II<sup>TM</sup> CAR DISK

## THE MANUAL

This promises to be among the shortest product manuals in the history of entertainment software. In fact, it has only one instruction:

- 1 To find out how to install THE SUPERCARS into THE DUEL: TEST DRIVE II, see your Test Drive II manual. Pay most attention to the section called *HOW TO USE THE INSTALL OPTION*.

That's it. That's all. But since we have the bulk of this paper left to fill, we've decided to fill it with a description of each of the Supercars in the disk. Here goes.

**'88 Lotus Turbo Esprit** — If you're expecting typical British reserve, guess again. This Esprit is as sensuous and aggressive as any exotic to come out of Italy. And any car capable of pegging its 160 mph speedometer is certainly worthy of Supercar status. The Lotus handling is world famous. The 2.2-liter turbocharged engine, irresistible. Keep a stiff upper lip and let Esprit's 228 horses stampede.

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**Porsche 911 RUF** — Introducing Louis Ruf's gift to the automotive world — a custom-built, twin-turbo Porsche 911. Top speed: 211 mph. 0-60 mph: 4.0 seconds. Blindingly quick. Acceleration that sucks you into the seat. Supreme ruler of the German Autobahn, this 469 bhp bullet is perfectly street legal. But don't let that fool you. The space program would provide better preparation for this experience than driving school.

(over)



**'88 Lamborghini Countach 5000S** — Stunning. No other word best describes the Lamborghini's look — or performance. How can a car so outrageous be so darn fast? Take a look under the hood. The Countach sports a powerful V-12 with four valves per cylinder. Before you can say "Giotto Bizzarrini" you're at 179 mph. And nothing can match its stability at top speed. Go out on the open road. Count how many times "WOW" leaves your mouth.

**'89 Corvette ZR1** — Tough to keep a 185 mph Corvette under wraps but the ZR1 stands as one of Detroit's best kept secrets. Designed with one goal: "create the world's fastest production car." Its engine, code LT5, is a legend before its time. An all-aluminum, four cam, 32 valve V-8 so strong that Chevrolet engineers had to completely redo the rear end to accommodate more rubber. Is there anything similar to the ZR1? Check out the Indy 500.

**Important Note #1:** After you boot up the Master Disk for The Duel: Test Drive II, and you want to use the Car Disk, you must assign the Car Disk to a drive. You will then be instructed to insert your Car Disk into the assigned drive. At that time, a serial number is assigned to that disk. Once that number is assigned, Play Disks can be created with that Car Disk only with the Master Disk that was in use when the serial number was assigned.

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